Advanced QM

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Cage = front screen × back screen × exit^{1}^(+). What we're explaining here is the double-slit experiment. So, cage is the front screen and the back screen and exits on the back screen. Yes, from your POV, the slits are not exits they are entrances. But you'll understand why I call them exits in a minute. Also, the slits are not the only exits, the ends of the back screen are exits as well. Note: we are talking about visible light here.

Interference pattern = cage × distance of light × width of light = amount of reflection of light. What this says is simple, but it won't be easy to explain: but here I go. Light is a release. Imagine light leaves its source and enters a slit. First, we need to understand that such light must have a great amount of distance to it. What I mean by this is, imagine you shine a light in the dark. The light has a certain distance in which you can't see it with the naked eye anymore. This is why laser lights are used because laser lights have great distances. Now the light hits the front screen, what do you expect is going to happen? The light won't just cancel on the screen, not when it can reflect. So, it reflects onto the back screen, and the back screen reflects it back to the front screen, and the front screen reflects it back to the back screen, and this goes on and on until light finishes its distance. Makes sense right? Now let's talk about the width. What do I mean by width? Well, you know when you turn on your flashlight and light gets wider the further away it is from the flashlight? That is what I mean when I say the width of light. The light enters the slits at a certain width, but light won't just be the same width all the way. As light enters the slits and hits the front screen, let's say that the width of that width = 1, where 2 is a greater width. When light reflects to the back screen, width will = 2. When light reflects back to the front screen, width will = 3. And this goes on and on until the distance is done. So let's say light reflects 100 times, the width of the 100th reflection will = 101.

Now let's talk about the exits: the thing is, let's take for example: the single-slit experiment. let's say the width of the light that enters the single slit is half cm, and when it hit the front screen, the width becomes 1cm. When it reflects to the back screen and back to the front screen again, the width becomes 2cm. But for that second reflection, the width of 2cm takeaway the length from the slit to the reflected light on the back screen (let's call that x), will be dark because no light is relatively reflecting where the slit is. And if you should repeat that process, you would see many dark and bright spots. The dark spot happens because of the slit. When light exits through the slit, there can't be a reflection back to the front screen, so that area becomes dark. And for the end exits(that's the end of the back screen): let's say the back screen is 10cm, but the width of the last reflected light = 101cm. As long as the front screen Is 101cm or more, the 10cm back screen will reflect the 101cm width for you to see on the front screen because the process to the 101th-cm width has always been reflecting on the 10cm back screen. And if you double the slits, where you would have 1 light, the light would get brighter by 2, since they would double (but one bright could outdo a dark, and one dark could outdo a bright, depending on the distance between both slits, and the size of both slits. As to why the brights happen in a straight line, I don't know as yet. Please understand that I didn't get to give this experiment much of my time, so it is a bit messy right now but it's a work in progress. I promise I'll refine it. I'm truly sorry for the messiness. If you don't understand, I understand. l have to give it more work, then get it back to you guys.

What about the part with the detector? Well, if the photon detector is placed on the front of the screen, it will absorb the distance of the light, where light will grow into space, and radiate electro(electro being mass of electrical charge). In that case, no need for light to reflect, since the distance of light will condensate to space. (heat is a space, so light could condensate into heat). So that way, the only light or lights you'll see on the screen, is from the number of slits. If the detector is placed at the back screen, light will reflect once to the back screen and never again, because of what I've explained earlier.

Now let's talk about these "particles" that are being observed. Let's go back to the photon detector. The photon detector condensates light to space and radiates electro. Imagine unleashing a cup of water, and 2 inches away, you observe. Will the front of the force of the water immediately be at its strongest? Another example: imagine a river just starts running, and you, the observer is observing as it comes to you. The water will come weak first, then it gets stronger, yes? Well, the same law applies to light. Imagine having spikes on a board, all different sizes. Now, imagine this board with spikes, moving up to a sensor(anything that will get affected by the board and spikes). The longest spike on the board will hit the sensor first, yes? Then the second-longest spike, then the third, then the fourth, and so on. The thing is, light doesn't need to be one ray at a time at its onset. Remember, for light to radiate electro, light must first grow into space. Rather, the onset of light is weaker, and for the photon detector to detect electro, light must radiate the right mass × speed(aka force). So, light must grow into the right space to radiate the right electro. So, the onset of light will take a longer time to condensate, due to weaker force. And now, some parts of the weaker force of light will take a slower time to condensate, while others will take a slightly faster time, giving the sensor a sense of particle-like signal. Technically, yes, those electros can be particles. But light itself in that case wouldn't be a particle. But when the full force of light hits the wall, all those particles of electro radiated from the onset of light will merge, for the force of light is now strong enough to radiate the right electro all at once, and that the sensor will pick it up at once. Look at it this way, your body = light, and your sweat = electro. You can sweat particles, but at the same time, you can sweat a huge body of sweat. I just want to state that a lot of the radiation that we know of here on earth are lights, for example, gamma-ray, etc. And looking at electrons, etc, as particles, is unwise, for electron can be a particle, but it can spread all around as one huge body. So, stop calling them particles, it's confusing, instead, call them densities. And they are not waves either, stop saying waves, they are a channeling mass × speed, they are forces.

I won't stay long on this topic, I will have to better explain another time, but color is the lock of light inside an item. Light reflecting on objects for us to see does not justify the fact of the matter. We're speaking of visible light here, so when I say light, you know I'm talking about visible light. There is less light in darker color objects. See, light must first contribute to the color before passing through. I still need to do more research on this, but light won't just contribute to the item like that. It's going to be far difficult, so, color becomes light's adversity. For light to add to a color, it must first grow into a space and radiates electro, let's just call that type of electro, "Thora". It is Thora that will condensate back into light inside the item. Think of Thora as a strong force of electro that can grow into light. Depending on the Thora, will color light up. The real primary colors are: black, maybe brown, red, yellow, white, clear, and invisible. Invisible is a color that we can't see at all, invisible has more light than clear. Clear is visible, but we can see its existence. Clear has more light than white, white has more light than yellow, yellow has more light than red, red has more light than brown, brown has more light than black. There is a pattern in the layout of these colors that will find the rainbow pattern and more. Two colors next to each other will give a new color, which = a secondary color. And a secondary color can mix with a primary color which = a new color. Blue is the one that is hard to come by, but it has something to do with black, white, clear, and/or invisible.

Electricity is a type of electro, which appears to be growing into light, thus, causes a movement. I'm at the onset of this research but In my consciousness paper, I said speed of light^2. I knew there was a problem, but I went with the result I could understand at the time. By law, if electro and light should channel the same density, let's say space, then electro would move faster than light. But in the case of electro guided by a color, I presume electro is growing into light, and light is adding to color, which = a movement.

For an electro as "electricity", we can see that as electricity passes through wires, there is regularly no visible light. This means, a less dense light, but a faster flowing light. The thing is, if it's electricity that grows into such light, which adds to color, which creates such force, then electricity can't be faster than the speed of light, because electricity has to channel such light. And such light is creating, it's not as if it was always there. So, consciousness has to be at the speed of light, not at the speed of electro. There's still more I have to say, but maybe another time. And in HMKK science, there should be flow, flow is the internal movement of an action. For instance, solid flows slower than liquid. Thanks for reading.